

# ARMED DRAGON THUNDER

1. 1! ... 10! ... 100!
2. Powers of 10
3. Thunderstruck!
4. Level Up!

## 1. 1! ... 10! ... 100!

This Deck uses the level-up effects of the “Armed Dragon Thunder” monsters to quickly Summon **Armed Dragon Thunder LV10**! If you Summon **Armed Dragon Thunder LV10** with the effect of an “Armed Dragon” card, it starts stacking up effects based on how much ATK it has. Since it starts at 3000 ATK, you can use its 4<sup>th</sup> effect during your opponent’s turn to destroy another card on the field and increase its ATK by 1000. Once it gets to 10000 ATK, **Armed Dragon Thunder LV10** gains the ultimate ability to destroy all other cards on the field! **Armed Dragon LV10 White** is your secondary boss monster that’s easy to Summon and can clear any card off the field just by attacking!

You can see a visual version of this Decklist on the NEURON app:

Be sure to return all of the cards below when you’re finished Dueling.

2 **Armed Dragon Thunder LV10** (BLVO-EN001 SE)  
3 **Armed Dragon LV10 White** (BLVO-EN005 UR)  
3 **Armed Dragon Thunder LV3** (BLVO-EN004 SR)  
3 **Armed Dragon Thunder LV5** (BLVO-EN003 SR)  
3 **Armed Dragon Thunder LV7** (BLVO-EN002 UR)  
3 **Artillery Catapult Turtle** (ROTD-EN003 UR)  
3 **Anchamoufrite** (LIOV-EN026 C)  
20 Monsters

3 **Armed Dragon Flash** (BLVO-EN051 UR)  
3 **Armed Dragon Lightning** (BLVO-EN053 C)  
1 **Armed Dragon Blitz** (BLVO-EN052 C)  
2 **Pot of Desires** (SDSA-EN029 C)  
3 **Cosmic Cyclone** (SR10-EN032 C)  
12 Spells

3 **Armed Dragon Thunderbolt** (BLVO-EN067 SR)  
3 **Back to the Front** (EGS1-EN038 C)  
2 **Warning Point** (MP21-EN216 SR)  
8 Traps

0 Extra Deck Monsters



## 2. Powers of 10

In order to get things started, you need to get an “Armed Dragon Thunder” monster on the field as fast as possible. The easiest ways to do this are Normal Summoning **Armed Dragon Thunder LV3**, activating **Armed Dragon Flash**, or Normal Summoning **Artillery Catapult Turtle** and activating its effect. **Artillery Catapult Turtle** isn’t an “Armed Dragon” card, but it lets you skip straight to LV5, saving you a monster in hand. Most of the “Armed Dragon Thunder” monsters are Level 5+, so drawing one of these starter cards lets you to access your powerful monsters much more easily.

### If you start with **Armed Dragon Thunder LV5** and **Artillery Catapult Turtle**:

Normal Summon **Artillery Catapult Turtle** then use its effect, Tributing itself, to Special Summon **Armed Dragon Thunder LV5** from your Deck. Then, activate the effect of **Armed Dragon Thunder LV5**, sending your in-hand **Armed Dragon Thunder LV5** for the cost, and sending the one on the field to the GY in order to Special Summon **Armed Dragon Thunder LV7**. The **Armed Dragon Thunder LV5** that was sent from your hand was sent to the GY to activate a Dragon monster’s effect, so you can add a copy of **Armed Dragon Thunder LV7** from your deck to your hand. Then, use the **Armed Dragon Thunder LV7** on the field effect to send the **Armed Dragon Thunder LV7** you just added and level up all the way to **Armed Dragon Thunder LV10**. Now you can use the sent **Armed Dragon Thunder LV7**’s effect to add any “Armed Dragon” card you want from your Deck to your hand. Going first, you might want the Trap Card **Armed Dragon Thunderbolt** or the defensive Continuous Spell **Armed Dragon Lightning**, but if you’re going second you might want to add **Armed Dragon LV10 White** since your GY has 2 Level 5 “Armed Dragon” monsters you can banish to Summon it.

### **Armed Dragon Flash** and any other Armed Dragon Thunder monster:

While it can be useful to send **Armed Dragon Thunder LV3** from your hand to the GY to activate an “Armed Dragon Thunder” effect, it’s more likely to be the monster you Normal Summon or Special Summon from the Deck with **Armed Dragon Flash** to get things started. Ideally, you always want to send **Armed Dragon Thunder LV7** to the GY to activate LV3’s effect because it lets you add any “Armed Dragon” card in your Deck to your hand, but technically any monster will do. It’s just not a guarantee you can continue up the line unless you send **Armed Dragon LV5** or **Armed Dragon LV7** to the GY.

If you can get one “Armed Dragon Thunder” monster on the field, you can use your Trap Cards to defend it even if you can’t level up right away. **Warning Point** makes sure your opponent’s monster can’t threaten you or be used to Summon an even scarier monster, and **Back to the Front** renders your opponent’s monster removal effects fruitless. Don’t worry about Special Summoning in Defense Position since that monster probably won’t be on the field very long!

This strategy has no Extra Deck monsters, so this Deck makes use of **Anchamoufrite**. It’s useful for digging 1 card deeper into your Deck and offering a free Special Summon in the process, but you can always just send it from your hand to the GY to activate an “Armed Dragon Thunder” monster’s effect.

One final note, if you draw **Pot of Desires**, try to wait until you have finished using all of your “Armed Dragon Thunder” effects before activating it to increase your chances of drawing Spell/Trap Cards!

### **3. Thunderstruck!**

Don't forget that the names of the "Armed Dragon Thunder" monsters change while they're on the field or in the GY. **Armed Dragon Blitz** needs to add a card with the same current name as its target, so unless you add the original "Armed Dragon" monsters to your Deck, you'll mostly be limited to retrieving an extra copy of the targeted monster from the GY.

The effect of **Armed Dragon LV10 White** triggers at the start of the Damage Step, so it's able to destroy 1 card on the field even if the monster it is attacking has more ATK! Clear big monsters off your opponent's field or even destroy your opponent's Spell/Trap Cards when you attack.

Remember that the only cost to activate the "Armed Dragon Thunder" level up effects is to send 1 monster from your hand to the GY to activate the on-field effect of an Armed Dragon Thunder monster. The monster on the field sending itself to the GY is part of the effect. This means you will trigger the GY effect of the Armed Dragon Thunder monster you send from your hand but not the monster being sent from the field. Additionally, if something is Chained to destroy the monster on the field, the effect disappears because you must send the monster on the field to the GY in order to Special Summon.

The ATK gain from **Armed Dragon Thunderbolt** and **Armed Dragon Lightning** lasts as long as your monster remains face-up on the field.

### **4. Level Up!**

If you decide to build this Deck yourself and want to really take it to the next level, there are a lot of options! Right now, this Deck uses no Extra Deck monsters so you can take advantage of **Anchamoufrite**, but there are plenty of Link and Xyz Monsters that can really elevate this strategy!

**Hieratic Seal of the Heavenly Spheres** is a great Link Monster for any kind of Dragon Deck! If you can get two Dragons on the field, you can use them to Link Summon this great defensive monster. Tribute it to return an opponent's card to their hand, then Special Summon an "Armed Dragon Thunder" monster from your Deck and level it up on your following turn!

Activate **Tempest, Dragon Ruler of Storm's** in-hand effect to discard itself and 1 WIND monster to add any Dragon from your Deck to your hand. The "Armed Dragon Thunder" monsters are all WIND monsters and Tempest is a Dragon, so you'll be able to use the effect of the discarded monster as well.

If you're filling up your Extra Deck, you can swap **Pot of Desires** for **Pot of Prosperity!** **Pot of Prosperity** works well in this Deck since it isn't reliant on the Extra Deck at all and helps vastly improve your chances of having the specific cards you need to execute your strategy.

Try adding a copy of **White Veil** to your Deck so you can add it to your hand with **Armed Dragon LV10 White**. This Equip Spell can suppress and destroy your opponent's Spell/Trap Cards during battle!